

PAC-MAN'S PIXEL BASH



CHARITY EDITION OPERATOR'S MANUAL

The actual product you have received may differ slightly from the illustration.

⚠ DANGER

- To ensure safe operation of the product, be sure to read this Operation Manual before use.
- Keep this Operation Manual in a safe place for easy reference when needed.

IMPORTANT

Read PRECAUTIONS and INSTALLATION
Sections before operating game

RF Notice

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operating in a commercial environment. This equipment uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

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SAFETY PRECAUTIONS

The following symbols are used in labels on the game to draw attention to potentially hazardous situations:



WARNING : Failure to avoid the risk may result in serious injury or death.

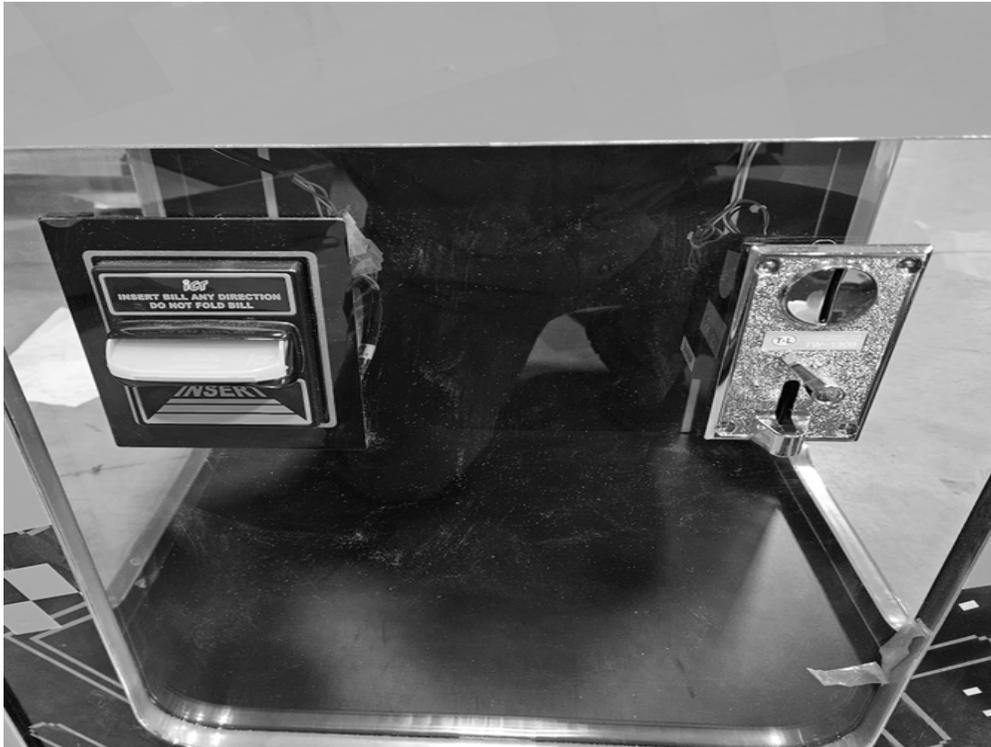


Electrical Shock Hazard. Disconnect power before removing cover.
Should only be done by a qualified technician.

DOLLAR BILL ACCEPTOR

- PAC-MAN PIXEL BASH CHARITY EDITION COMES PRE-EQUIPPED WITH A DOLLAR BILL ACCEPTOR AND COIN COMPARITOR.

(See pg 7 "Charity mode settings" in order to enable and adjust charity mode)



1.0 SPECIFICATIONS

Input Power:	115 VAC/230 VAC, 60 Hz, 1.5 Amp 130 Watts Maximum
Installed Dimensions:	84.28" H, 29.35" D, 24.88" W

WARNING

REMOVAL OF SERIAL NUMBERS AND/OR BAR-CODES FROM PRODUCT OR COMPONENTS WILL VOID THE WARRANTY
THIS GAME CONTAINS NO SERVICEABLE PARTS INSIDE AND ANY ATTEMPT TO ACCESS INTERNAL PARTS MAY RESULT IN ELECTRIC SHOCK DUE TO THE PRESENCE OF HIGH VOLTAGE.

2.0 IMPORTANT SAFETY INSTRUCTIONS

2.1 INSTRUCTIONS

1. Read these instructions.
2. Keep these instructions
3. Heed all warnings.
4. Follow all instructions
5. Do not use apparatus near water.
6. Clean only with a dry cloth.
7. Do not block any ventilation openings, Install in accordance with the manufacturers instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point it exits from the product.
11. Only use the attachments/accessories specified by the manufacturer.
12. Unplug this apparatus during lightning storms or when unused for long periods of time.
13. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
14. When replacing fuses heed the following warning: CAUTION: For continued protection against risk of fire, replace only with the same type of fuse having the same electrical ratings.

2.2 INSTALLATION

This game is designed for indoor use only. It must not be installed outdoors.

The following conditions must be avoided.

1. Direct exposure to sunlight, high humidity, direct water contact, dust, high heat, or extreme cold.
2. Vibration. The game must be installed on a level surface.
Do not install in an area such that the game would present an obstacle in case of an emergency (i.e., near fire equipment or emergency exits).

2.3 HANDLING

1. Before operating the game, make sure that the main AC power hookup includes a safety ground. This will ensure safe operation as well as compliance with FCC and UL regulations. Measure the AC power line voltage. Verify that the voltage source is between 220 and 230 VAC.
2. Before replacing any parts, turn the AC power OFF and unplug the game.
3. When unplugging the game from an electrical outlet, always grasp the plug, not the line cord.
4. The game power supply includes areas of high voltage. Take care at all times to avoid electrical shock whenever inspecting or adjusting the game.

3.0 INSPECTION & INSTALLATION

To ensure a successful startup following shipment, the PAC-MAN'S™ PIXEL BASH game cabinet should be inspected before initial power-up.

1. Carefully remove the game cabinet from its shipping platform and inspect it for visible signs of damage. When installing, please ensure there is at least 3 inches of clearance around the cabinet for adequate ventilation.

If your game exhibits signs of damage be sure to document it and contact your distributor and transportation carrier immediately.

2. Examine the contents of the package, It should contain the following:
 - One **PAC-MAN'S™** PIXEL BASH game.
 - One Power cord.
 - One operator's manual (this manual).If any of these items are missing please contact your distributor immediately.
4. Plug in the game and turn on the power switch, (the switch is located on the back of the cabinet on the power supply)
5. The game consists of the following video games in one package:

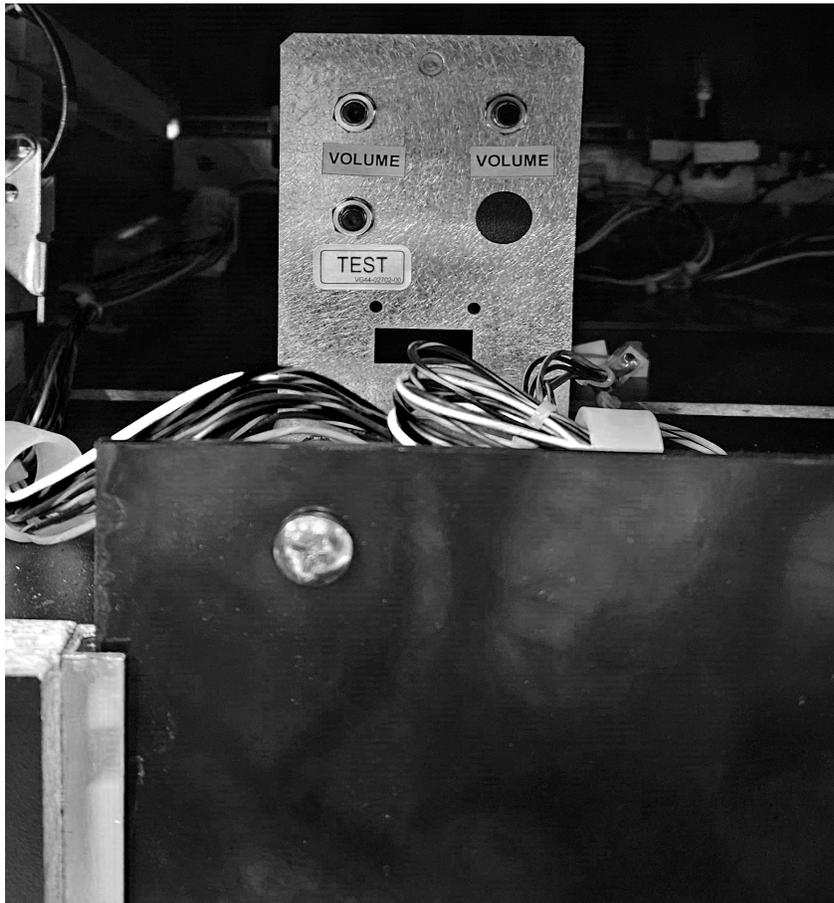
Bosconian	Mappy	DigDug II	New Rally-X
DigDug	PAC-MAN	Tower of Druaga	Pac & Pal
Dragon Spirit	Pac-Mania	Gaplus	PAC-MAN Plus
Galaga	Rally-X	Grobda	Rompers
Galaga 88	Rolling Thunder	Hopping Mappy	Skykid
Galaxian	Xevious	King & Balloon	Skykid Deluxe
Mappy	Baraduke	Metro-Cross	Splatterhouse
	Dragon Buster	Motos	Super PAC-MAN
			Super Xevious

From the main screen (Attract Mode) press any button on the Player control panel to enter the Select Game Mode. While in this mode, move the joystick to the left or right to view the game titles listed above. When the desired game title is selected (ie. Galaga) press the B button (the right hand player button) to select that game. To begin playing operate the 1 or 2 Player Start button to initiate the appropriate game.

To back out of this selection, hit any other button before pressing either of the Player start buttons and the screen will return to game select mode. At this point you can move the joystick to start the choice for another selection. If no selection is made by the time countdown timer reaches zero, the game reverts back to attract mode.

4.0 TEST MODE

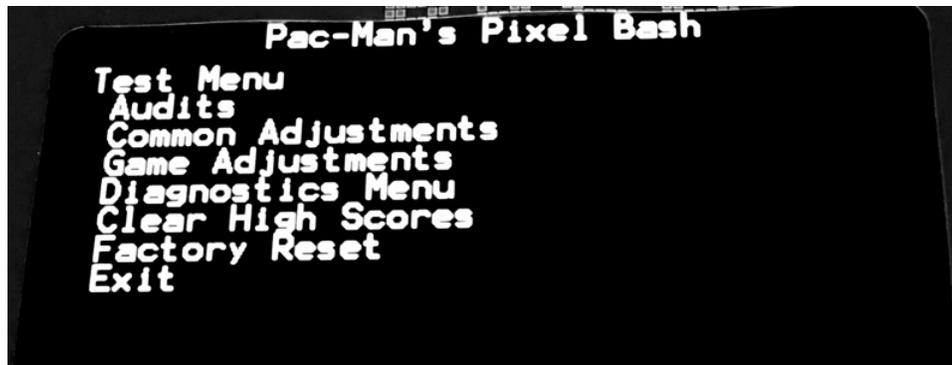
Located inside of the back door of the cabinet on top of the cash box are the controls to access test mode and the game volume. There are 3 buttons 2 of which are volume controls and one is a test button to access the game test menus.



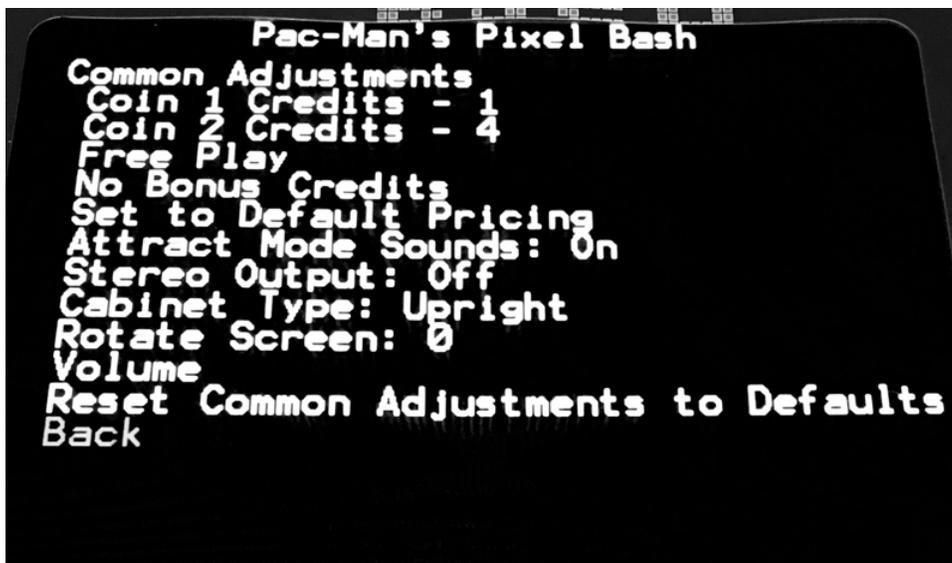
The **Test** button causes the game to enter test mode, showing the available categories from which the tests can be selected. When the test button is pressed again, the game returns to attract mode any changes performed by the operator are saved into memory. All menu navigation is done through the front control panel using the joystick and buttons. After making any changes to a setting, use the EXIT function in the menus to back out of that section.

Please note that the Joystick used in this game only has 4 positions (4 switches, and even though some games have 2 players, on this game, the same Joystick is used for both players. The left and right A buttons are wired the same, as are the left and right B buttons.)

When the test switch is operated, the following menu is displayed:

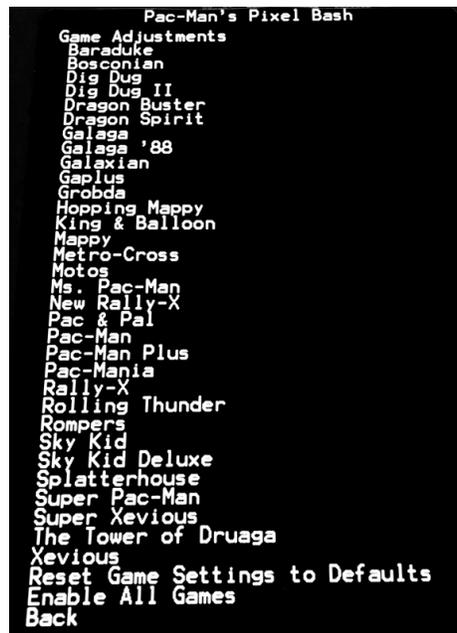


Choosing Common Adjustments gives you the following menu :



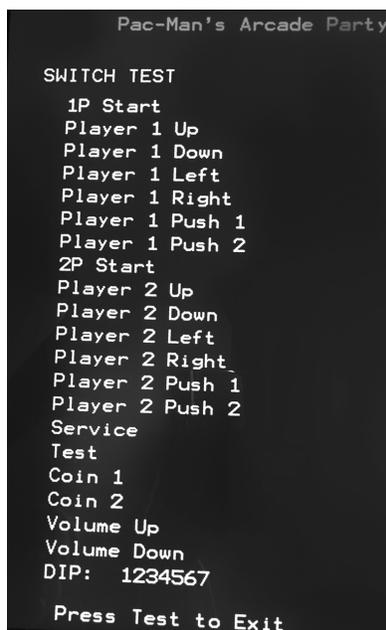
The game cost can be adjusted for 1 through 19 credits or set for free play.

Choosing Game Adjustments gives you the following menu :



This will allow you to tailor each of the games characteristics individually by adjusting things like the game difficulty, the speed, the number of lives, and the number of points required for a bonus. It also allows you to return each game to default factory settings.

The next menu is under the Diagnostic test menu:



The switch test only has one function in this game: checking switch operation.

4.1 CHARITY MODE

In the menus under “**Common Adjustments**” you’ll find a new adjustment named “**Charity Mode**”.

The default setting is “off”, set it to “on” to enable Charity Mode.

When enabled this mode prevents each coin switch from adding credits for one second after a switch closure. *It still counts the switch closures in the audits.* If it’s connected to a DBA which pulses four times per dollar and the coin switch is set to one credit per coin then inserting a dollar will count four closures but will add only one credit. Likewise for example, inserting a \$20 will pulse 80 times and count 80 closures but will only add one credit.

Note that the second coin switch defaults to 4 credits per switch closure. If used you will want to set this to 1 credit per switch closure like the first coin switch otherwise it will award four credits on the first closure. *This does not change the audit.*

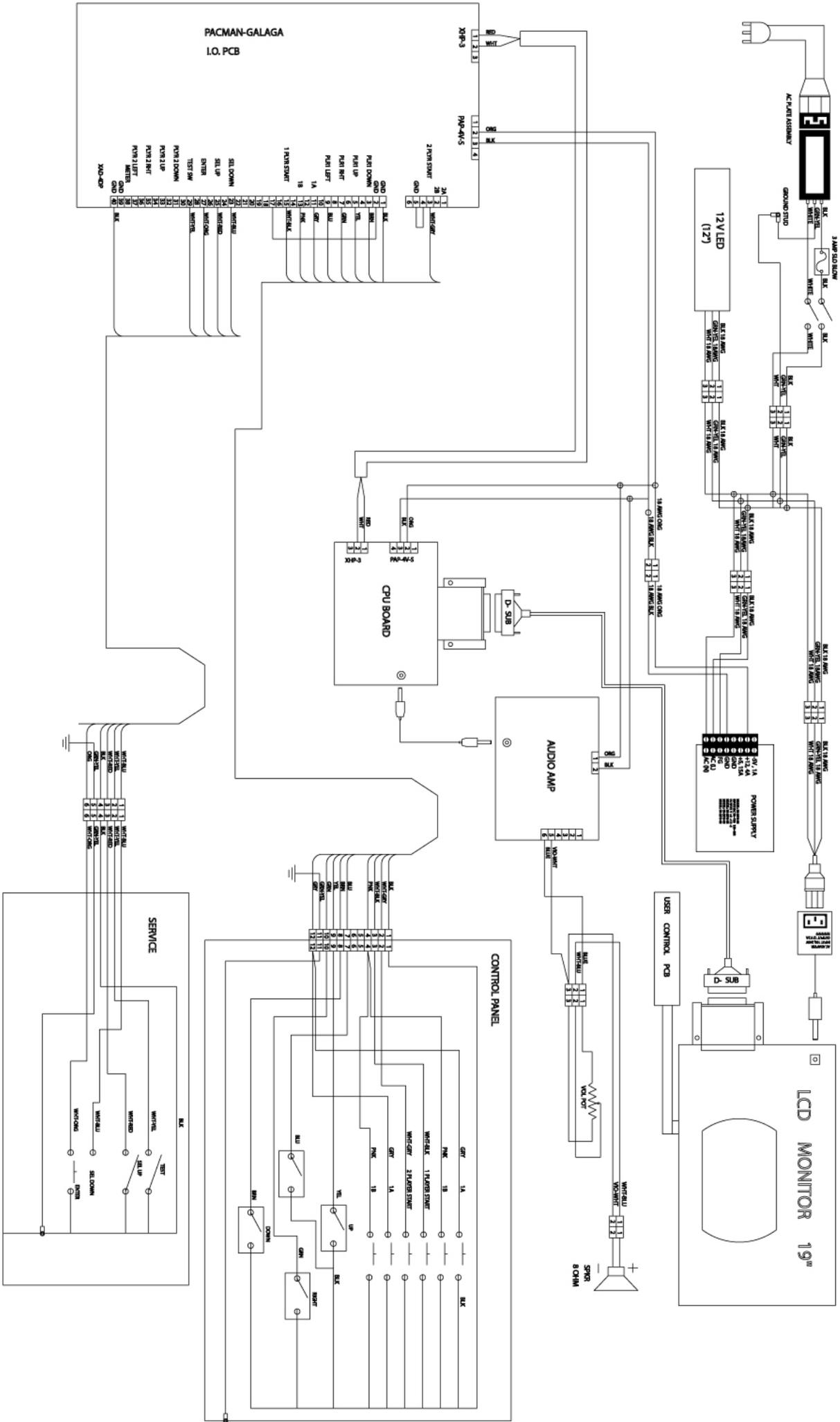
Accessing the cash box

- On the back of the cabinet is a back door with an eyebolt hasp for a padlock, you can place a padlock here for enhanced security to the cash box. Remove the back door of the cabinet and once inside remove the 2 silver phillips screws



- Slide the ABS Sheet up the tracks on either side of the sheet. You can then let the ABS rest on the shelf behind the bracket to keep the sheet from sliding down.
- You should now have access to the inside of the cash box to retrieve cash and coins.
- To reinstall the cabinet back door follow this process in reverse.





NOTES:

WARRANTY

Seller warrants that its printed circuit boards and parts thereon are free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of shipment. Seller warrants that its video displays (in games supplied with video displays) are free from defects in material and workmanship under normal use and service for a period of thirty (30) days from the date of shipment. None of the Seller's other products or parts thereof are warranted. Seller's sole liability shall be, at its option, to repair, replace, or credit Buyer's account for such products which are returned to Seller during said warranty period, provided:

- a) Seller is promptly notified in writing upon discovery by Buyer that said products are defective.
- b) Such products are returned prepaid to Seller's plant; and
- c) Seller's examination of said products discloses to Seller's satisfaction that such alleged defects existed and were not caused by accident, misuse, neglect, alteration, improper repair, improper installation, or improper testing.

In no event shall Seller be liable for loss of profits, loss of use, incidental or consequential damages.

Except for any express warranty set forth in a written contract between Seller and Buyer which contract supersedes the terms herein, this warranty is in lieu of all other warranties expressed or implied, including the implied warranties of merchantability and fitness for a particular purpose, and all other obligations or liabilities on the Seller's part, and it neither assumes nor authorizes any other person to assume for the Seller any other liabilities in connection with the sale of products by Seller.

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